

## CLAIMS:

*I claim:*

- 5     1.     A computer interface system, comprising:  
         a microphone that receives audio input from a user;  
         a voice recognition mechanism; and  
         a graphical user interface that prompts the user for expected inputs that the user can speak  
at designated points in a dialog according to a specified grammar;  
10       wherein prompts may specify the type of expected input;  
         wherein prompts may specify words that are recognized by the system.
2.     The system according to claim 1, wherein prompts that represent non-terminal tokens in  
the grammar are replaced with one of a set of other prompts in the grammar in response to  
15       spoken input.
3.     The system according to claim 1, wherein the graphical user interface is built  
automatically from a single dictionary and grammar specification.
- 20     4.     The system according to claim 1, further comprising:  
         at least one speaker that provides audio prompts for expected inputs.
5.     The system according to claim 1, wherein a prompt may further comprise a second  
graphical user interface window.  
25       6.     The system according to claim 1, wherein the graphical user interface further comprises a  
pull-down menu.
7.     The system according to claim 1, further comprising a set of reserved words that activate  
30       specified prompts when spoken by the user.

8. A computer program product in a computer readable medium for use in a computer interface system, the computer program product comprising:

first instructions for receiving audio input from a user;

second instructions for automatic voice recognition; and

third instructions for displaying a graphical user interface that prompts the user for expected inputs that the user can speak at designated points in a dialog according to a specified grammar;

wherein prompts may specify the type of expected input;

wherein prompts may specify words that are recognized by the system.

9. The computer program product according to claim 8, wherein prompts that represent non-terminal tokens in the grammar are replaced with one of a set of other prompts in the grammar in response to spoken input.

10. The computer program product according to claim 8, wherein the graphical user interface is built automatically from a single dictionary and grammar specification.

11. The computer program product according to claim 8, further comprising:  
fourth instructions for outputting audio prompts for expected inputs.

12. The computer program product according to claim 8, wherein a prompt may further comprise a second graphical user interface window.

13. The computer program product according to claim 8, wherein the graphical user interface further comprises a pull-down menu.

14. The computer program product according to claim 8, further comprising a set of reserved words that activate specified prompts when spoken by the user.

14. A method for interfacing between a computer and a human user, the method comprising the computer implemented steps of:

receiving audio input from the user;  
interpreting the audio input via voice recognition; and  
displaying a graphical user interface that prompts the user for expected inputs that the  
user can speak at designated points in a dialog according to a specified grammar;

5        wherein prompts may specify the type of expected input;  
      wherein prompts may specify words that are recognized by the system.

16.     The method according to claim 15, wherein prompts that represent non-terminal tokens in  
the grammar are replaced with one of a set of other prompts in the grammar in response to  
10    spoken input.

17.     The method according to claim 15, wherein the graphical user interface is built  
automatically from a single dictionary and grammar specification.

15    18.     The method according to claim 15, further comprising:  
      outputting audio prompts for expected inputs.

19.     The method according to claim 15, wherein a prompt may further comprise a second  
graphical user interface window.

20    20.     The method according to claim 15, wherein the graphical user interface further comprises  
a pull-down menu.

21.     The method according to claim 15, further comprising a set of reserved words that  
25    activate specified prompts when spoken by the user.